



LIVE™

ONLINE ENABLED

METAL SLUG 3

TM



DOWNLOAD
NEW CONTENT ON
LIVE

SNK
PLAYMORE

SNK
NEOGEO

IGNITION
entertainment

SAFETY INFORMATION

ABOUT PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these photosensitive epileptic seizures while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued. If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

OTHER IMPORTANT HEALTH AND SAFETY INFORMATION

The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may burn in to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

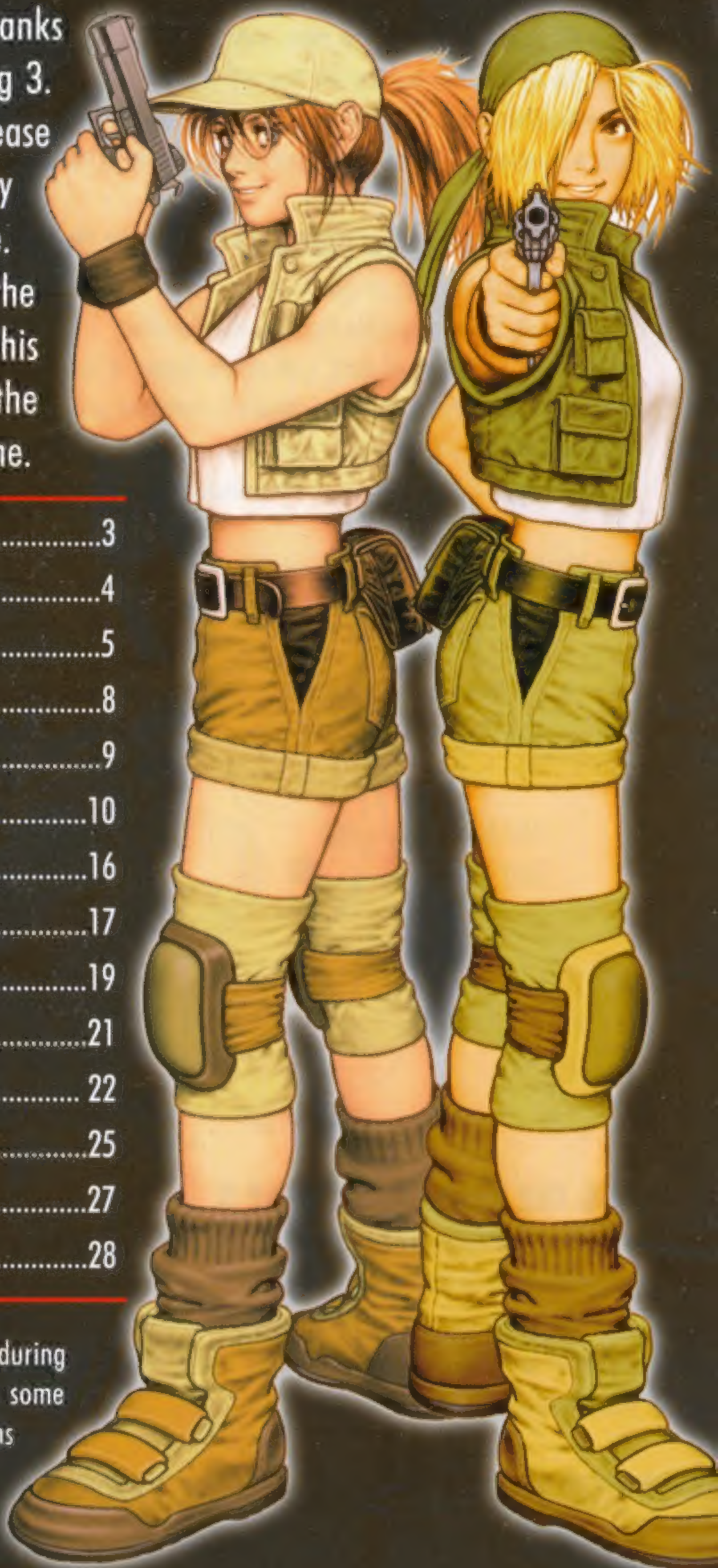
Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

CONTENTS

Here's one "Kablam!" of thanks for the purchase of Metal Slug 3. To get the most enjoyment, please read this manual carefully before beginning the game. Before beginning you play the game, please read through this user's manual carefully to get the most enjoyment from this game.

Using XBox®	3
XBox® Live	4
Briefing.....	5
Commands	8
Beginning Game Play	9
Arcade Mission	10
Mission Select	16
Bursting into the UFO Mother Ship	17
Fat Island	19
War Record Report	21
Options	22
Introduction to Characters	25
Credits	27
Warranty and Customer Support	28

*All images shown herein were created during game development. Please note that some aspects of the game and specifications may have been made for product improvement.





USING XBOX®

Using the Xbox® video game system

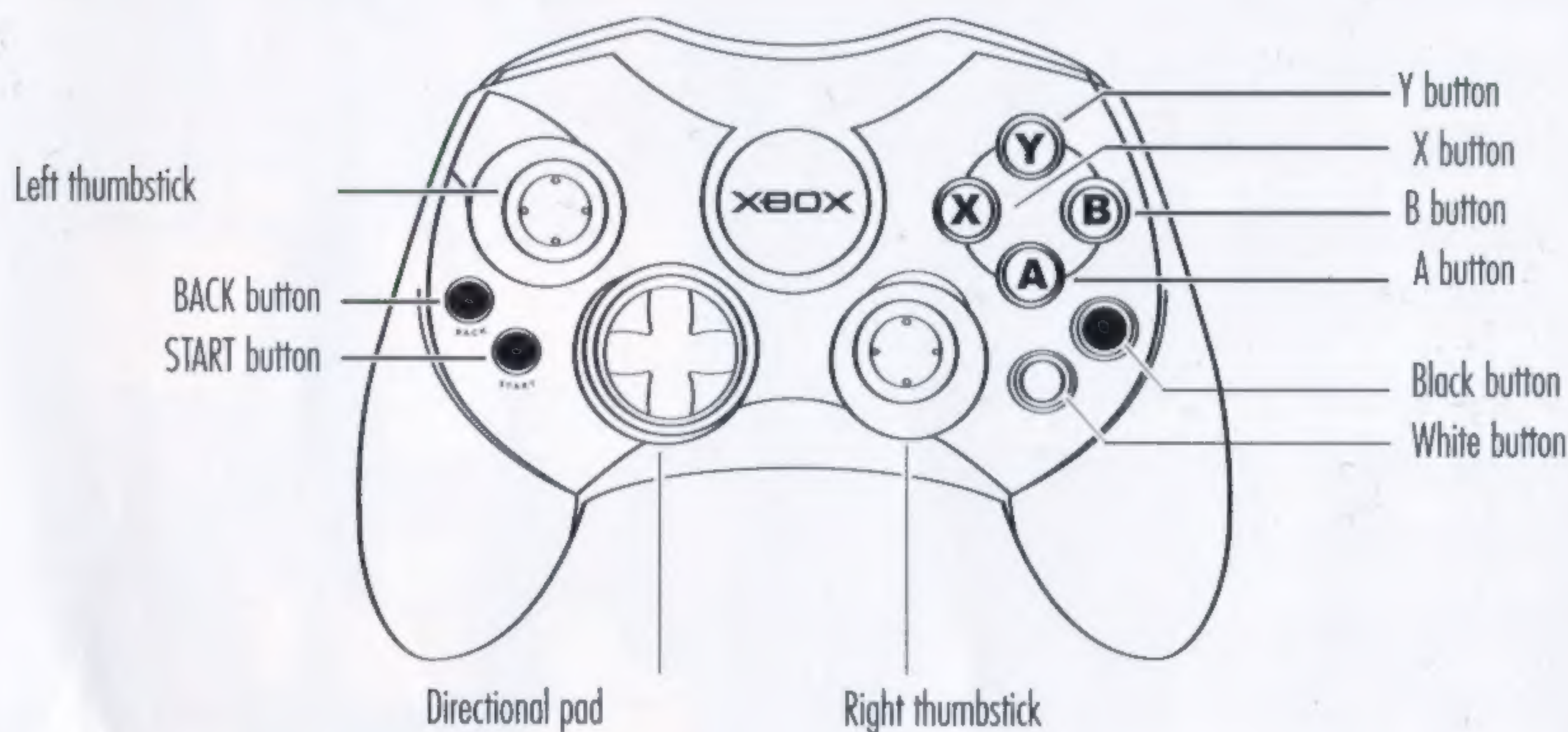
1. Set up your Xbox® video game system by following the instructions in the Xbox® Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the Metal Slug 3 disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing Metal Slug 3.

Avoiding Damage to Discs or the Disc Drive

To avoid damage to the discs or disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

Xbox Live™ See page 29 for full details.



USING THE XBOX CONTROLLER S

1. Insert the Xbox Controller S into any controller port on the Xbox console. For multiple players, connect additional controllers to available controller ports.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow all on-screen instructions and refer to this manual for more information about using the Xbox Controller to play Metal Slug 3.



XBOX® LIVE

TAKE METAL SLUG 3 BEYOND THE BOX

Xbox Live™ is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, set up a Friends list with other players, see when they're online, invite them to play, and talk to them in real-time as you play.

CONNECTING

Before you can play Metal Slug 3 online, you need to connect your Xbox console to a high-speed or broadband Internet connection, and sign up for Xbox Live service. To determine if Xbox Live is available in your region and for information about connecting to Xbox Live, see www.xbox.com/connect.

YOU THINK YOU'RE GOOD!

Let's find out...post your scores to the Xbox Live leader boards and see where you rank among the world's best Metal Slug 3 players. Three Easy Steps to posting your scores on Xbox Live.

- Press the Y button on the Score Ranking screen.
- Sign-in to your Xbox Live account
(If you don't have an Xbox Live account, see above on how to create one.)
- Enter your high score to the Post New Scores section.

Each time a new score is added, Xbox Live continuously updates the rankings. You can also post your War Record and Mission Performance Time of the Arcade mission and the UFO Mother Ship missions to the Xbox Live leader boards to see where you rank.



BRIEFING

OVERVIEW How to handle Metal Slug 3

FIRST, THE BEGINNING

The Metal Slug series of games ("Metal Slug," "Metal Slug 2," and "Metal Slug X") is an all-out shooting game crafted by game artisans who dare to battle against the competition in this age of 3D games with intricate 2D graphics! The gist of the game is this: a battle breaks out between the Government Army and rebels led by General Morden, and all the action occurs in the conflict known as "Morden's Battle." But what enemy awaits our heroes in "Metal Slug 3"...? Here's the low down:

SETTING OF "METAL SLUG 3"

Thanks to the superhuman efforts of Marco and Tarma, as well as Eri and Fio, the second coup d'état of General Morden who advocated the "construction of a New World Order" has been defeated. Contrary to their wishes after this battle, Major Marco and Captain Tarma, who were instrumental in crushing Morden's army,



were ordered to assume leadership of the Peregrine Falcons Squad (abbreviated as PF Squad) after their requests for discharge were ignored. The abilities of these two are still deemed necessary to wipe out the remnants of Morden's army scattered throughout the world.

While Marco and Tarma waged their fearsome war against the remnants of Morden's army, a rash of strange occurrences broke out all over the world. These included Abductions of livestock, abnormally large shellfish and beetles, and kidnapping of the leading figures of various countries. — Sensing that a fearful presence other than General Morden was involved, these prompted the the Intelligence Agency of the Government Army was prompted, sensing that a fearful presence other than General Morden was involved, to develop and carry out a mission that forced the special-ops unit SPARROWS and PF Squad to work together. Previous investigations by the Intelligence Agency led to one undeniable conclusion: "alien intelligence" was behind all of this.

Morden's Battle 2 What is MCC2 (Mission to Crush Coup Two)...?

It's the name of the previous mission to crush the second rebellion led by General Morden. Given its secrecy, the general public knew nothing of it. Even after it ended successfully, the Government Army refused to reveal it. Reasons for this action remain unclear. Rumour has it that the secrets behind it are too shocking, but conspiracy theorists surmise that Morden, said to have "died accidentally," is quite alive and well.

The Peregrine Falcons Squad

Without seriously examining the causes behind the coups, the Government Army, apparently learning nothing from the Morden War that stretched over two conflicts, ignorantly devotes itself to hunting down the rebel remnants and employs a "policy of force" that is no different than that of the past. Those instrumental in hunting down these remnants are the heroes of the big war, the Peregrine Falcons Squad (PF Squad). The public who believes undoubtedly that the "antichrist" Morden was solely responsible for the coup and heaps lavish support on PF Squad to eradicate Morden's forces., but However, there tends to be resentment mixed with jealousy toward PF Squad among some soldiers who sense the corruption of the Government Army. Marco, raging with hate against Morden, fails to see this, while Tarma has the feeling that the military is not being all it can be.



Sparrows

It may be a result of poor PR skills, but the appraisal of SPARROWS remains low in spite of their activities during the big war. Perhaps it's because Marco and Tarma are so famous, but it's probably due more to the closed nature of the Intelligence Agency. Stated more bluntly, SPARROWS are an object of contempt among the Government Army's upper echelons.

Details Leading to the Investigation of Mysterious Incidents

In spite of the existence of numerous witnesses, testimony, and proof that suggested the existence of "alien intelligence" during the two big battles of the Morden War, the upper echelons of the Government Army ignored these as "wild flights of fancy" and the "products of mass panic in extreme situations." Apparently only the Intelligence Agency seriously pursued the facts; however, this caused a wider rift between powers that be and that affects the current situation.

ASIDE: The Promotions of Eri and Fio

The mission to crush Morden's second coup d'état was top secret. Consequently, the military put off showy promotions, but noncommissioned officers whose achievements were remarkable proved exceptions to this rule, and Eri was promoted from a sergeant to a sergeant second-class, while Fio went from a sergeant first-class to a sergeant-major. Aside from those like Eri, it was the posture of the Intelligence Agency to overuse the promotion process for those with the level of achievements of Fio. But the upper echelons of the Government Army derided and ignored them, since they did not attach any importance to SPARROWS in the first place. For reasons unknown, Fio subsequently shot up from the rank of sergeant-major to senior sergeant-major, practically receiving a special promotion of two ranks....

ASIDE: Animal Slugs

In the previous big battle, given that Camel Slug proved more effective than expected, the Government Army appears to have concentrated its research on developing new "slugs." The general term for these is "animal slug." They require no fuel, nor do they need maintenance. More than anything, their suitability for covert operations seems to explain the military's passion for these.





COMMAND LIST

FOR THE TITLE SCREEN:

START button Starts game play (calls up the main menu)

FOR VARIOUS SELECTION SCREENS:

Directional pad Selects menus and menu items

A button Confirms selections

B button Cancels selections (returns to previous screen)

FOR USING PLAYER CHARACTERS:

START button Calls up the Pause Menu / Begins burst-in play

Directional pad Moves character, crouch (determines direction of shot)

X button Fires normal gun and power-up gun

A button Jump

B button Tosses grenades (number of grenades is limited)

When you find a vehicle, get next to it and push the A button to board it.

WHEN RIDING VEHICLES:

START button Calls up the Pause Menu / Begins burst-in play

Directional pad Moves vehicle, crouch (determines direction of shot)

X button Fires the Vulcan cannon, etc.

A button Jump

B button Fires cannon, missiles, etc. (ammo is limited)

L trigger + A button Metal Slug Attack (vehicle slams into enemy and explodes)

To get out of the vehicle, push the bottom of the direction key and the A button simultaneously to escape!

WHEN ENTERING NAMES:

Directional pad Select the letters you want to enter or END

A button Confirms selected letters (input)

B button Deletes letters



BEGINNING GAME PLAY



When you push the START button when the Title Screen is displayed, the Main Menu Screen will appear. Rotate the cylinders with the directional pad to select menus and push the A button to confirm selections. Push the top of the directional pad to rotate cylinders counterclockwise, and push the bottom of the directional pad to rotate them clockwise. Pushing the B button returns you to the Title Screen.

MAIN MENUS

ARCADE MISSION

Lets you play the arcade version of 'Metal Slug 3' from the beginning. Make your way through the raining bullets and complete your mission. (See p. 10.)

MISSION SELECT

Select the desired mission and begin playing the Arcade Mission from here. (See p. 16.)

'STORMING THE UFO MOTHER SHIP'

This is a bonus mission you can play after clearing all of the Arcade Mission. Become a soldier in Morden's army, storm into the UFO mother ship, and rescue captive comrades. (See p. 17)

FAT ISLAND

This is a bonus mini game you can play after completing all Arcade Missions. Defeat your enemies, get the food, and put on those kilos! (See p. 19.)

WAR RECORDS REPORT

Lets you look at the rankings of war records in the Arcade Mission and a list of the names of hostages you've rescued. (See p. 21.)

OPTIONS

Lets you change various game settings and save and load data. (See p. 22.)



ARCADE MISSION

The "Arcade Mission" can be described as the main game mode in which your objective is to find out the real identity of the enemies behind the mysterious events (introduced in the stories of the Briefing section pages 7-8) — and wipe them out! Make the most of weapon items and vehicles to crush the enemies standing in your way and complete all missions!



BEGINNING MISSIONS

Before you begin your mission you must choose one of the four characters: Marco, Tarma, Eri, and Fio. The mission begins when you make your selection. **Please Note.** Once you lose all of your lives you will be re started at the beginning of your current mission.

SCREEN DESCRIPTION



Waiting for second player to join

Number of credits remaining
1 credit — 1 to 5 lives

1 REMAINING TIME:

Displays the time limit for the current battlefield. If it runs out, the mission fails and you lose one player character.

2 SCORE

3 REMAINING PLAYER CHARACTERS:

Displays the remaining number of player characters you have.

4 VEHICLE LIFE GAUGE:

Decreases as your vehicle is hit, and the vehicle will explode when the gauge runs out. This is used only when riding a vehicle.

5 REMAINING AMMO:

Displays the remaining ammo for the weapon currently in use (power-up guns, etc.).

6 REMAINING EXPLOSIVES:

Displays the remaining amount of grenades, cannon shells, missiles, etc.

PAUSE MENU

Pushing the START button during game play freezes the game screen and calls up the Pause Menu. Push the top or bottom of the directional pad to choose a menu and push the A button to confirm your selection.

CONTINUE:

Closes the Pause Menu and resumes play.

QUIT GAME:

Ends the game and returns you to the Title Me



TWO-PLAYER SIMULTANEOUS PLAY & BURST-IN PLAY

By pushing both START buttons on the Player 1 and Player 2 controllers, you can play the two-player Arcade Mission with a partner. When you play this two-player simultaneous mission, though, you and the other player cannot choose the same character. And when one player is playing a game, another player can push the START button on the unused controller to 'burst-in' to the game. This will begin two-player play.



CONTINUE

The continue countdown appears on the screen when your last character player dies. Push the START button before the countdown runs out to continue playing.









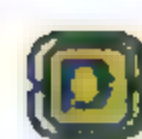
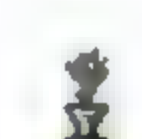

FIND A HOSTAGE? SAVE HIM!

There are hostages that are your captured allies throughout each stage... If you find them, rescue them quickly. You can cut their bonds with bullets and knives and rescue the freed hostages by touching them. Freed hostages will pull weapon items and score items from their pants (how they got in their pants in the first place, no one will ever know...!)



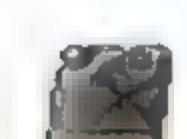



WEAPON ITEMS

Various weapon items appear during the game when you wipe out enemies or save hostages. Getting these items allows you to obtain weapons like power-up guns and perform powerful attacks. In addition to this, there are items that increase ammo or can be used with vehicles, so get as many items as you can.

INTRODUCTION TO WEAPON ITEMS

- | | |
|---|---|
|  HEAVY MACHINE GUN:
A rapid firing automatic machine gun that can also scatter shots diagonally. |  ROCKET LAUNCHER:
Shoots rockets to neutralise enemies with an explosion and a shockwave. |
|  SHOTGUN:
Impressive firepower but with limited range. Cannot be fired repeatedly. |  FLAME SHOT:
A flame thrower. Because it shoots flames, it can attack enemies above. |
|  LASER SHOT:
Shoots a powerful laser beam. Can pierce through soldiers like a hot knife through butter. |  IRON LIZARD:
A fast, ground-hugging missile. It will move along the ground even if aimed upwards. |
|  ENEMY CHASER:
Fires missiles which home-in on enemies. |  SUPER GRENADE:
Has increased attack power and produces a giant shockwave. Its drawback: supplies are limited. |
|  DROP SHOT:
Shoots a special explosive which bounces along the ground. |  THUNDER CLOUD:
Summons a thundercloud that plunks lightning bolts on the heads of enemies. |
|  MOBILE SATELLITE:
A miniature satellite that takes out enemies with an auto-lock plasma beam. | |

OTHER ITEMS

- | | |
|--|--|
|  ADDITIONAL EXPLOSIVES ITEM:
Increases the supply of grenades and cannon shells. |  ADDITIONAL AMMO ITEM:
Increases the ammo for the power-up gun. |
|  ADDITIONAL ENERGY ITEM:
Repairs the damage to vehicles. |  BATTERY:
Only for the Elephant Slug. Allows it to fire lightning from its trunk. |
|  RED HOT PEPPER:
Only for the Elephant Slug. Allows it to fire flame from its trunk. |  ARMOUR PIERCER:
Only for the Metal Slug. Makes the cannon storm on straight ahead. |

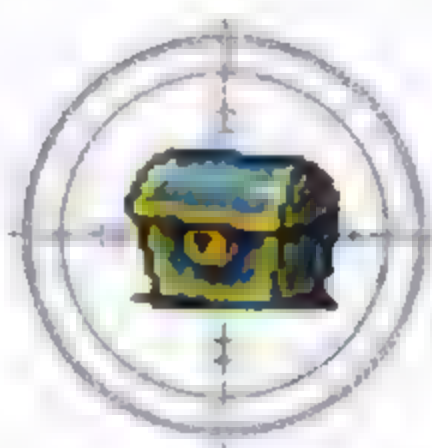
SCORE ITEMS

Score items appear when you defeat enemies and rescue hostages during the game, and increase your score when you snag them. Hidden items may also appear when objects are destroyed in game stages.

SCORE ITEMS



KEY



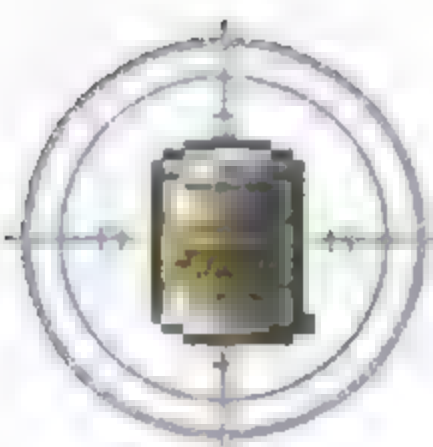
TREASURE CHEST



JEWEL BOX
(YELLOW, BLUE AND RED)



LETTER



CAN



SNAKE



DOLL



COIN...ETC

FOOD ITEMS



FISH



BANANA BUNCH



TURKEY



CHICKEN



**MEAT AND
DUMPLINGS...ETC**

RECOVERY ITEMS



ZOMBIE VACCINE

Turns you back into a human from a zombie state.



HOLY WATER

Turns you back into a human from a mummy state.

VEHICLES

Various weaponized vehicles called "slugs" are placed in each stage. Get close to a vehicle with an "IN" message over it and push the A button to get in (push the bottom of the directional pad and the A button simultaneously to get off). These vehicles come with a Vulcan cannon with unlimited ammo and a powerful special weapon, and they can turn the tide of battle in your favor if you master using them. Vehicles can withstand three enemy attacks, and using a Metal Slug Attack by pushing the L trigger + A button simultaneously makes the vehicle bolt forward and self destruct to wipe out the enemy.

VEHICLES

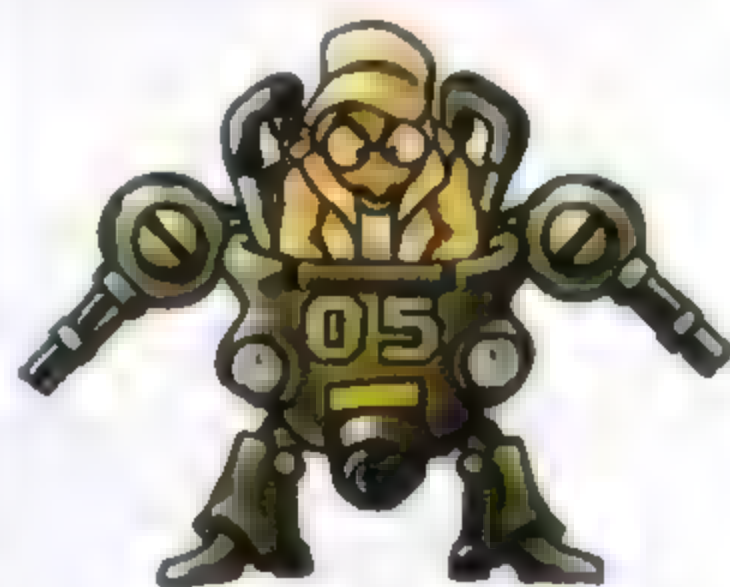


METAL SLUG

A high-mobility, compact tank. It can jump as well as crouch when you push "down" on the directional pad.

SLUGNOID

A humanoid-shaped fighting mechanism. It packs two Vulcan cannons and boasts astounding jumping power.



SLUG FLYER

A high-tech V-TOL fighter. It's the scourge of the sky equipped with high-speed missiles.

SLUGMARINER

A one-man submarine. It's your fierce friend in the sea loaded with deadly torpedoes.



SLUG COPTER

It's a compact fighter helicopter who is known as the 'Tank Terminator.'

ELEPHANT SLUG

With certain items it can fire flames or electric bolts from its trunk.



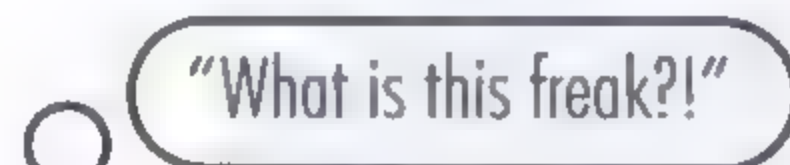
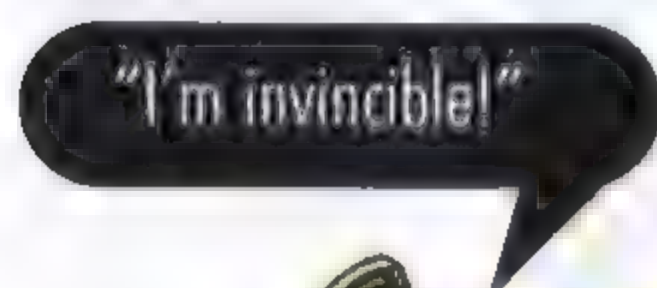
And of course there are many more vehicles where those came from!

ADDITIONAL INTEL

1. By diving into 'warp gates' which appear throughout game stages, you can find yourself in a new battlefield, perhaps...?! Warp gates, however, come in a variety of shapes and sizes, so keep your eyes peeled!



2. Make the most of being a zombie. The zombie state makes you invincible against certain enemies. Who says being undead is all bad?



3. By freeing the orangutan from his cage, he'll follow you around and help you fight the enemy! But this guy's fickle: he'll stop to pick his nose or snag some food, so don't put your life in his hairy hands! If you want some comic relief, though, set this little rascal free!



4. If you bump into a woman carrying a big backpack (Rumi or Madoka Aikawa), you've lucked out! These ladies are actually you're goddesses of fortune! As they stagger along, food items will fall from the hole in their backpack, and if you bump into them, they'll fall and drop weapon items!

5. There's a real warrior among the hostages. His name is Hyakutaro Ichimoji. He's imprisoned like the other hostages, but this is just his cover. This gung-ho gladiator overflowing with courage will begin to shoot light beams from both arms the moment He's rescued and fight alongside you.



MISSION SELECT

You can begin the Arcade Mission from any mission you want here. There is a restriction, however, to selecting missions.



CONDITION FOR SELECTING MISSIONS

You can only select the next mission after a mission you've completed in the Arcade Mission. For example, if you've only cleared the second mission in the Arcade Mission, you can begin play from any mission up to the third one using Mission Select.

HOW TO BEGIN

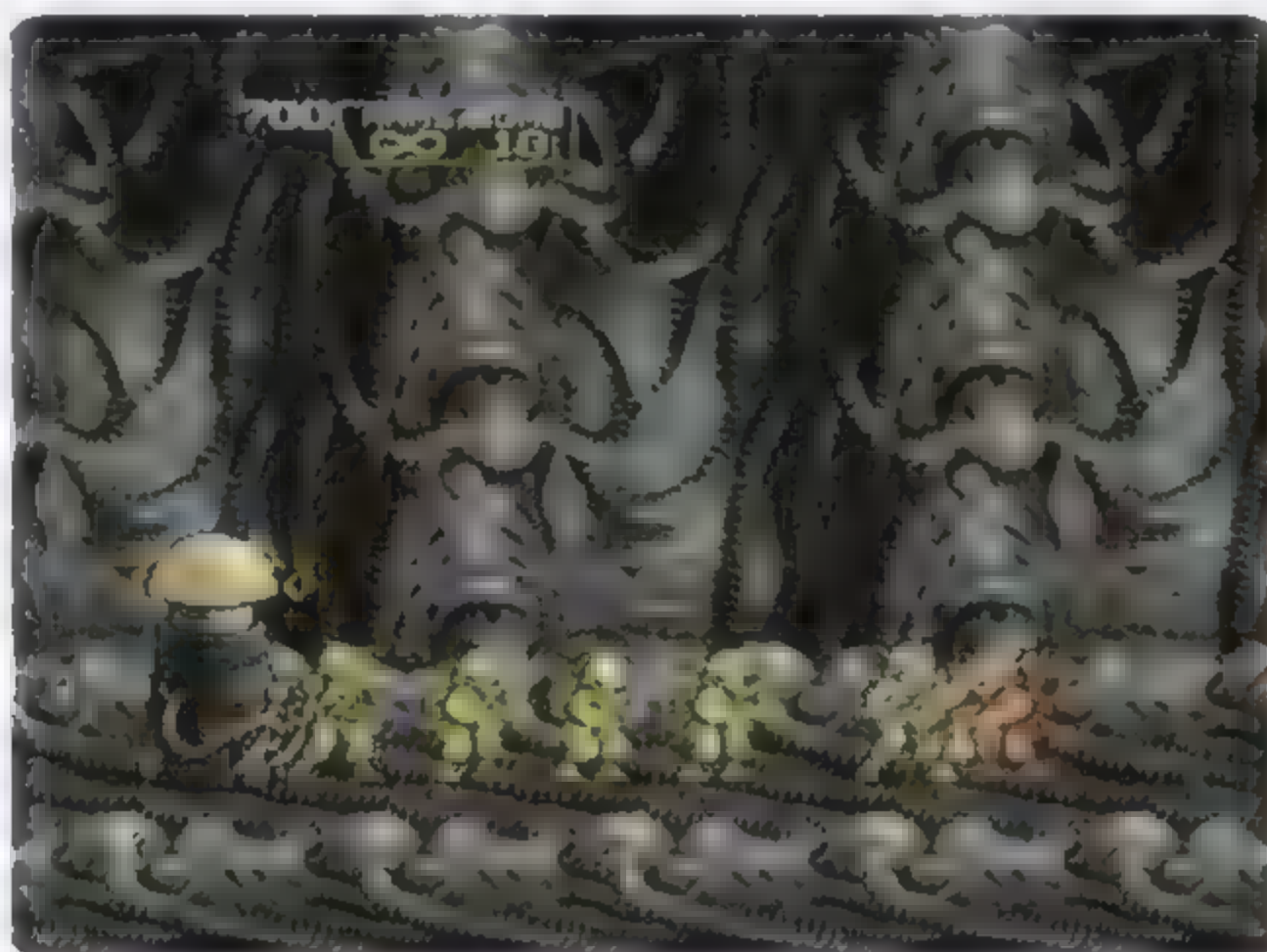
On the Mission Select Screen, rotate the cylinder to the mission you want to play using the top or bottom of the directional pad, then push the A button to confirm. The mission then begins after you select Marco, Tarma, Eri or Fio.





STORMING THE UFO MOTHER SHIP

This mission can be described as a special version of 'Metal Slug 3' that allows you to battle it out as one of Morden's soldiers. Sounds like fun to put yourself in the shoes of someone who always appears as your enemy, huh?! There's just one thing you must do however to play this game.... Read about it and other matters below.



CONDITION FOR PLAYING THIS GAME

You can't play this mission until you've completed the Arcade Mission. That's right! This mission is a special version for only those who have completed their objective (Gulp!). Once you've met this condition, you can begin this mission by selecting 'STORMING THE UFO MOTHERSHIP' on the Main Menu Screen.

MISSION OBJECTIVE

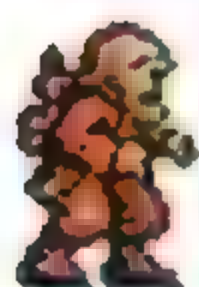
You become one of Morden's soldiers and try to take over the UFO mother ship. Morden's soldiers, however, are not as strong as Marco and his friends (put simply, they're wimps!). Rescue your comrades taken captive during this stage and carry out your mission while increasing the number of soldiers fighting alongside you. Take on this mission and discover that even though the strength of an individual soldier is weak, you'll be able to overcome any adversity if all of you just work together! So fight on, you nameless Morden soldier, you!

COMMANDS

START button	Displays the Pause Menu.
Directional pad	Moves character, Crouch (determines direction of shots)
X button	Attack (types of attacks vary with each character)
A button	Jump
B button	Summons Sergeant Allen

CHOOSE YOUR SOLDIER AND MOVE OUT!

Before the game begins, you must choose one of three types of Morden's soldiers. Once you choose a character, the game will finally begin.



GENERAL INFANTRY

In response to events, this proactive warrior will attack to support his fellow soldiers or lead the charge while protecting his comrades.



BAZOOKA SOLDIER

Thanks to his overwhelming firepower, this guy is suited to wiping out enemies and plowing the way to victory for his fellow fighters.



SHIELD SOLDIER

Because he can defend against enemy attacks with his shield, this soldier's combat efficacy is primarily protecting his comrades and leaving the attacking to them.

INCREASING SOLDIERS

By hitting ropes with your shots, you can cut the bonds that hold fellow soldiers captive. Bumping into the soldiers whose ropes have been cut and have been set free allows you to rescue them and get them to follow and fight with you. Your player character and the rescued soldiers wear different colored uniforms so you can easily tell them apart.

PAUSE MENU

Pushing the START button during game play freezes the action on the screen and calls up the Pause Menu. Push the top or bottom of the directional pad to select a menu item and push the A button to confirm.

CONTINUE Closes the Pause Menu and resumes play.

QUIT GAME Ends the game and returns you to the Title Screen.

GAME OVER

You only get one Morden soldier, and you cannot continue the game when he bites the dust. Consequently, when your character perishes, the game ends. War is hell, isn't it?



FAT ISLAND

This game is a bonus mini game for 'Metal Slug 3' - a fun game That's a little different because it requires you to get your character out of shape. There is one condition which must be met to play this game. This and other stuff is explained below.



CONDITIONS TO MAKE PLAY POSSIBLE

You can't play this mini game unless you've cleared the Arcade Mission. That is, this is a bonus game that is a reward to those who have completed their objectives (Gulp!). When you've met this condition, let the munching begin by choosing 'Fat Island' on the Main Menu Screen.

GAME SUMMARY

In this game, you can choose from a single player mode 'Single Training' and a two-player mode 'Two-Player Contest'. First choose one of these modes and begin the game when you choose a character. The name of the game is to get food and gain weight, and the current weight of the character is displayed on the screen.

GAME CONTENT

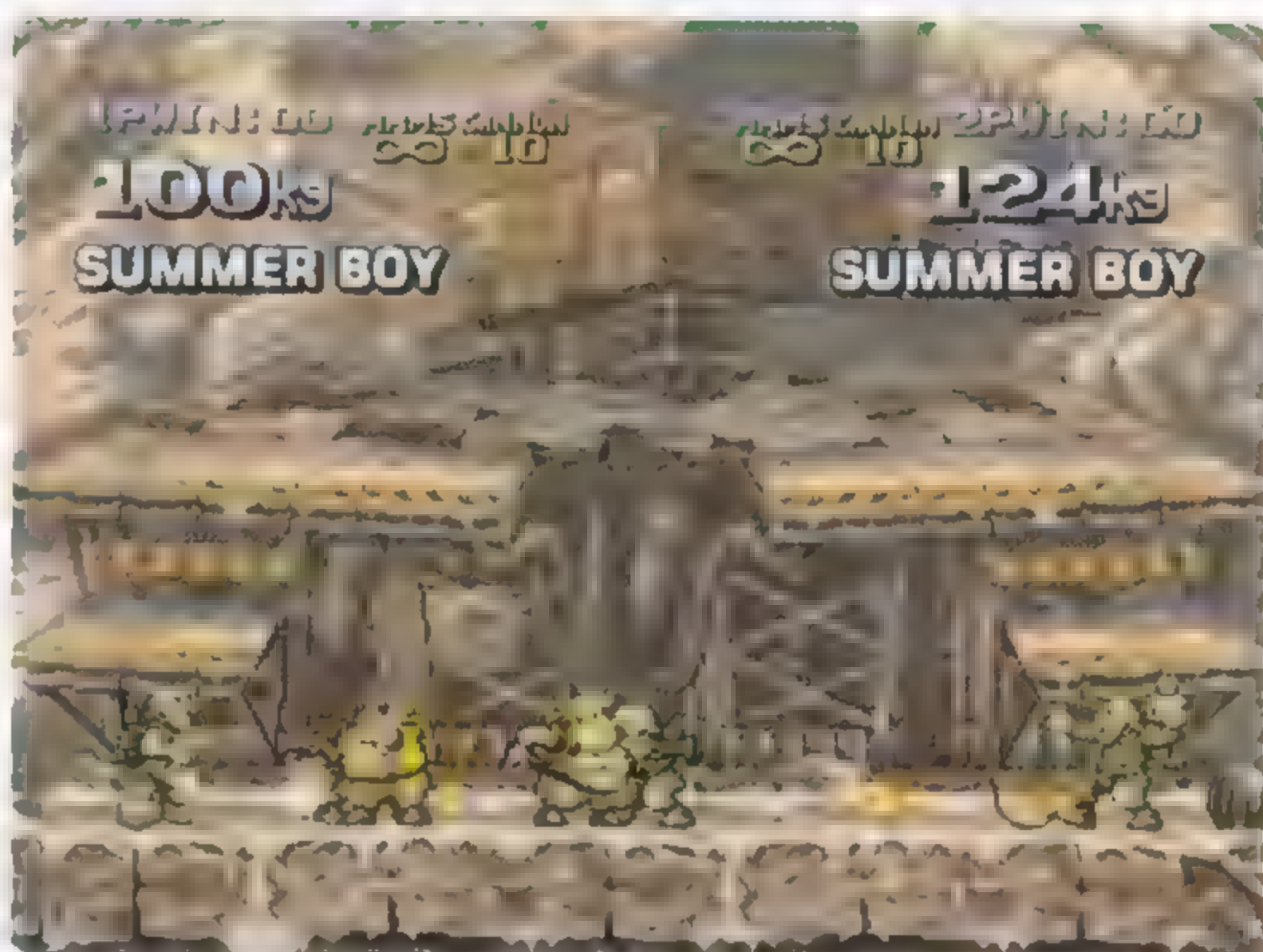
SINGLE TRAINING

This is a game in which you must clear stages by meeting certain conditions and proceed to the next stage when the conditions are met. This game is training for the 'Two-Player Contest' wherein you must basically defeat enemies to get food items, learn how to use obstacle items, and learn how to avoid obstacle items.



TWO-PLAYER CONTEST

Both Player 1 and Player 2 begin the game at a hefty 100 kilograms (220 pounds) each. By defeating the enemies who appear, players get food items to increase their weight; the first player to reach 200 (440 pounds) kilograms 'wins'. If you're defeated by enemies during the game, you can continue playing but realise that the importance of your weight will have decreased considerably.



COMMANDS

START button.....	Calls up the Pause Menu.
Directional pad	Moves character, crouch (determines direction of shots)
X button	Shoots normal gun
A button	Jump
B button	Throws obstacle items

BEGINNING SINGLE PLAYER TRAINING

After choosing "FAT ISLAND" on the Main Menu Screen, select "SINGLE PLAYER TRAINING." And after you choose your player character, the game will begin.

BEGINNING TWO-PLAYER CONTESTS

After choosing "FAT ISLAND" on the Main Menu, select "TWO-PLAYER COMPETITION." And after each player selects their player characters, the game will begin.

PAUSE MENU

Pushing the START button during game play freezes action on the screen and calls up the Pause Menu. Select a menu item by pushing the top or bottom of the directional pad and push the A button to confirm.

CONTINUE Closes the Pause Menu and resumes play.

QUIT GAME Ends the game and returns you to the Title Screen.



WAR RECORD REPORT

You can see your records for the Arcade Mission, the names of the hostages you rescued, and a list of war booty that you've accumulated here. Push the top or bottom of the directional pad to select the records you want to see and push the A button to confirm.



ARCADE MISSION SCORE

Displays scores acquired in the Arcade Mission in a ranking format.

ARCADE MISSION TIME

Displays a ranking of times needed to complete the Arcade Mission.

'STORMING THE UFO MOTHER SHIP' MISSION SCORE

Displays a ranking of the scores acquired in the 'Storming the UFO Mother Ship' mission.

'STORMING THE UFO MOTHER SHIP' MISSION TIME

Displays a ranking of the times needed to complete the 'Storming of the UFO Mother Ship' mission.

TROOPS LIST

Displays a list of hostages rescued in the Arcade Mission.

LIST OF WAR BOOTY

Displays a list of score items acquired in the Arcade Mission.



OPTIONS

This allows you to change various game settings like the difficulty of the Arcade Mission and save or load game data. Select the item you want to change by pushing the top or bottom of the directional pad and push the A button to confirm.

HERO

Determines the number of player characters you can have in the Arcade Mission. Change the number of characters by pushing the left and right sides of the direction key.



DIFFICULTY

Lets you determine the difficulty of the Arcade Mission. Change the difficulty by pushing the left and right sides of the direction key.

SOUND

Lets you set the sound output to stereo or mono. Change the sound by pushing the left and right sides of the direction key.

KEY CONFIG

Calls up the Key Configuration Screen (see p. 23).

SAVE/LOAD

Calls up the Save/Load Screen (see p. 24).

DEFAULT

Returns all settings changed with the Option Screen to their initial settings.



KEY CONFIGURATION

Lets you change the button functions for both Player 1 and Player 2 controllers and turn the vibration function of the analog controller on or off. Select the items listed below to change settings. When all changes are completed, choose "EXIT" with the cursor and push the A button to confirm. You will return to the Options Screen.

GUN/VULCAN

Determines the button for using weapons like the normal gun, power-up gun, and Vulcan cannon.

JUMP

Determines the button for jumps.

GRENADÉ/CANNON

Determines the button for throwing grenades and shooting cannons.

METAL SLUG ATTACK

Determines the button(s) for using the Metal Slug Attack.

VULCAN FIX

By switching this to ON, you can fire a barrage of shots in sequence by depressing the Vulcan cannon button and fix the direction of the shot. This is normally set to OFF.

VIBRATION

Lets you turn the vibration function of the controller on or off. When switched on, the controller will vibrate when your player character dies, when the rocket launcher is fired, and when the cannon of the Metal Slug is fired.

DEFAULT

Returns all of the changed settings carried out with the Key Configuration Screen to their initial settings.

KEY CONFIG COMMANDS

Directional pad Moves the selection cursor.

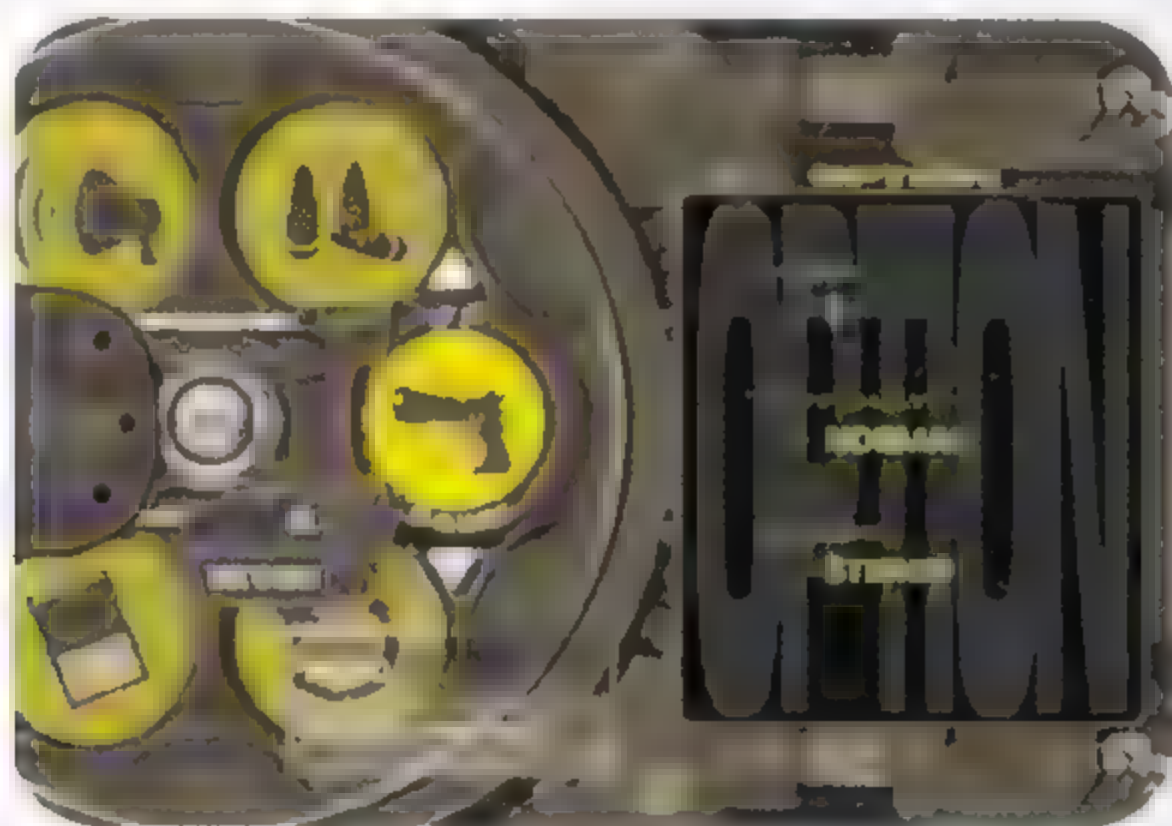
A buttonConfirms items to be changed and window. /

Confirms selected items

B buttonCloses the selection window.

SAVE SETTINGS

Allows you to save the settings you've defined in the Option Menu for Hero, Difficulty, Sound and Controller Settings. Select items by pushing the top or bottom of the directional pad and push the A button to confirm.



AUTO SAVE

Metal Slug 3 features an Auto Save function that automatically saves your progress at the completion of each level. Once a level is completed, it is unlocked in the Mission Select Screen.

DATA THAT IS SAVED AUTOMATICALLY

- List of Score items acquired during the game
- List of the names of rescued hostages
- Missions that can be selected on the Mission Select Screen
- Your Rankings

Note: You cannot save your setting of Stereo or Mono in SOUND. Once you finish playing, it goes back to the default setting.



CHARACTERS

SENIOR SERGEANT MAJOR FIO GERMI

FULL NAME: Fiolina Germi

BIRTHPLACE: Genova, Italy

OCCUPATION: Senior Sergeant-Major, Sparrows Squad of the Government Forces Intelligence Agency,

BIRTHDATE: October 2, 2008

HEIGHT: 158 cm

WEIGHT: 43 kg

BLOOD TYPE: O

HOBBY: Cooking, sewing

FAVOURITE FOOD: Ice tea (Queen Mary)

FAVORITE THING: Baking cake

TURN-OFF: Hot drinks, hot baths

FAVORITE KEEPSAKE: Her pet bear and companion from childhood, Peppino (stuffed animal)

SPECIAL SKILL: Chiropractics and acupuncture, general housework, social dancing

FAVOURITE SAYING: "I'm OK. It's cool."

CAPTAIN TARMIA ROVING

FULL NAME: Tarmicle Roving III

BIRTHPLACE: Hokkaido, Japan

OCCUPATION: Captain, PF Squad of the Government Forces, Assistant Leader of First Squad

BIRTHDATE: May 1, 2005

HEIGHT: 174 cm

WEIGHT: 68 kg

BLOOD TYPE: A/B

HOBBY: Customising motorcycles

FAVOURITE FOOD: Fermented beans on rice

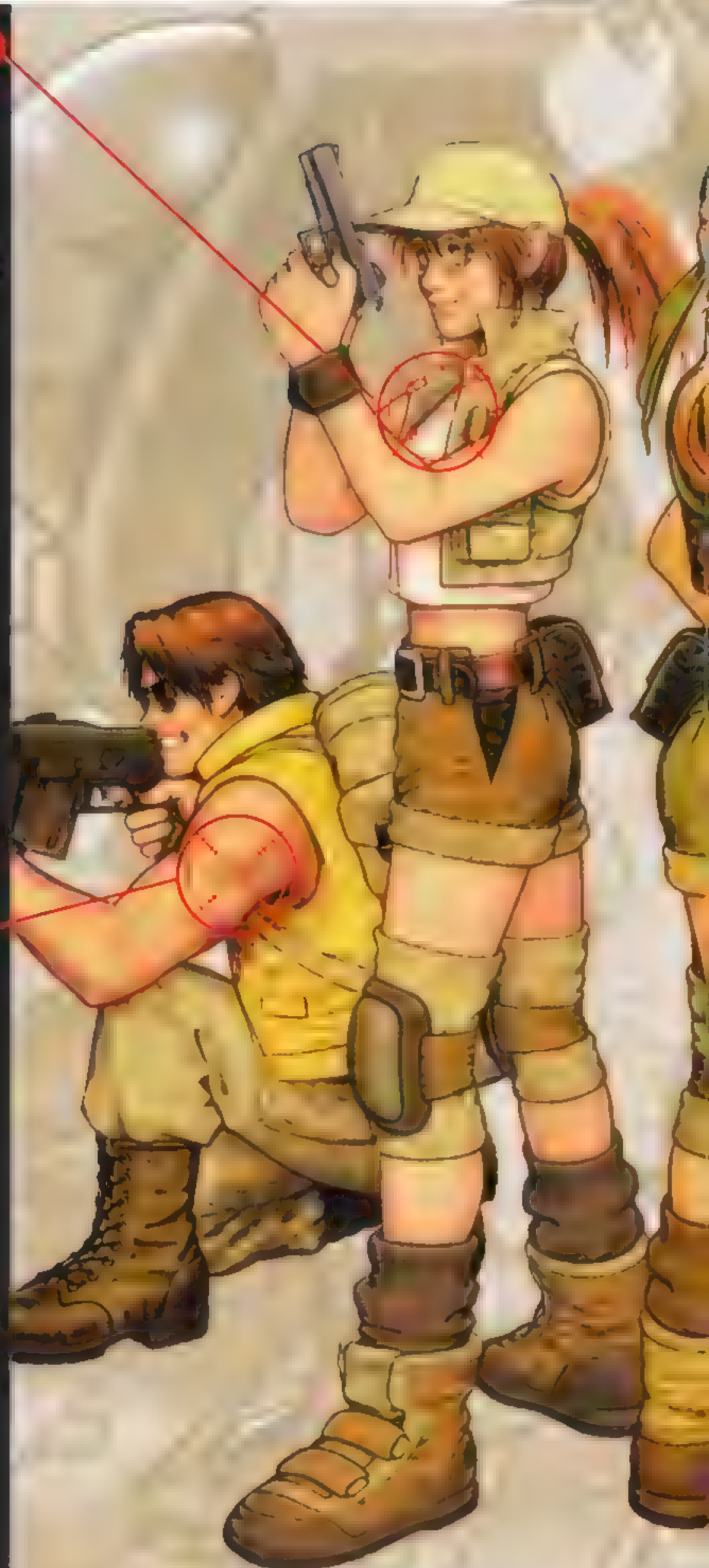
FAVOURITE THING: Solitary motorcycle tours

TURN-OFF: Superficial people

TURN-ON: Time spent in the great outdoors

SPECIAL SKILL: Painting metal, sleeping in the open (can sleep anywhere)

FAVOURITE SAYING: "What's your next move?"





● SERGEANT SECOND CLASS ERI KASAMOTO

FULL NAME: Eri Kasamoto

BIRTHPLACE: Hiroshima, Japan

OCCUPATION: Sergeant, Second Class, Sparrows Squad of the Government Forces Intelligence Agency

BIRTHDATE: June 6, 2008

HEIGHT: 168 cm

WEIGHT: 50 kg

BLOOD TYPE: B

HOBBY: Swimming

FAVOURITE FOOD: Spiritas (really powerful alcohol)

FAVOURITE THING: Aimless walks

TURN-OFF: Riding vehicles she can't drive herself

FAVORITE KEEPSAKE: The casing from the first time she shot a person

SPECIAL SKILL: Picking locks, survival techniques

FAVOURITE SAYING: "Everybody is an island."

● MAJOR MARCH ROSSI

FULL NAME: Marchrius Dennis Rossi

BIRTHPLACE: Idaho, USA

OCCUPATION: Major, PF Squad of the Government Forces, Leader of First Squad

BIRTHDATE: April 13, 2005

HEIGHT: 180 cm

WEIGHT: 75 kg

BLOOD TYPE: A

HOBBY: Computer programming

FAVOURITE FOOD: Chinese noodles

FAVOURITE THING: Pitting AI programs he programmed himself against others on the Internet.

TURN-OFF: People who line-up at restaurants

TURN-ON: Time to absorb himself in his hobby

SPECIAL SKILLS: Performing mental calculations at computer speed, missing the right subway station, doing 'drunken master' imitations

FAVOURITE SAYING: "If you're not busy, read the source!"



CREDITS

SNK PLAYMORE/SNK NEOGEO

Executive ProducerEikichi Kawasaki
Directors of Japan/US RelationsYoshihito Koyama, Miwako Gotoh
PlanningAkio, Meeher, Arita, Narusawa
Lead Character DesignerAkio
Lead Background DesignerSusumu
Design TeamCannon, Tomo, Kozo, Kuichin, Flying Fox, Curry
Lead ProgrammersAndy, ABA
ProgrammersTecchan-Take, Dramania Hide, Fujisawa, Nakatsuka, Seeker
Sound DesignHIYA!, Bero-ou, Hori-Hori, Q-Jirou, Maitaro
Special Thanks:ALL SNK PLAYMORE, SNK NEOGEO AND NOISE FACTORY STAFF

PRESENTED BY SNK PLAYMORE

IGNITION

Managing DirectorVijay Chadha
Packaging, Manual and Layout.....Kelly-ann Styles
Product Manager.....Peter Rollinson
QA ManagerManoj Kumar
Ops, Localisation and Dev ManagerJim Philpot
Marketing DirectorGreg Baverstock
European SalesPhu Tien
UK SalesSimon Insull
Information TechnologyDanny Bailey
LogisticsJoy Sreeraman
FinanceRichard Cooke, Ismail Essack



CUSTOMER SUPPORT AND WARRANTY

Ignition Entertainment Ltd, limited warranty:

Ignition Entertainment Ltd. warrants to the original consumer purchaser that the medium on which this computer program is recorded is free from defects in material and workmanship for a period of 90-days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, the defective product will be replaced free of charge. Please retain the original or a photocopy of your dated sales receipt to establish the date of purchase for in-warranty replacement. For replacement, return the product, with its original packaging and receipt, to the retailer from which the software was originally purchased. In the event that you cannot obtain a replacement from the retailer, please contact Ignition Entertainment Ltd. to obtain support at support@ignitionent.com or +44 1992 703963.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Ignition Entertainment Ltd. software product has arisen through abuse, unreasonable use, mistreatment, or neglect. This warranty is in lieu of other warranties and no other representations or claims of any nature shall be binding on or obligate Ignition Entertainment Ltd. Any warranties applicable to this software product, including warranties of merchantability and fitness for a particular purpose, are limited to the ninety (90) day period described above. In no event will Ignition Entertainment Ltd. be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Ignition Entertainment Ltd. software product.

Published by Ignition Entertainment Ltd, 168-172 Brooker Road, Waltham Abbey, Essex, EN9 1JH, UK.

UK and European Customer Services:

E-mail	support@ignitionent.com
Phone	+44 (0) 1992 703963
Post	168-172 Brooker Road, Waltham Abbey, Essex, EN9 1JH, UK.
Web	www.ignitionent.com

www.ignitionent.com

© SNK PLAYMORE. METAL SLUG is a registered trademark of SNK PLAYMORE CORPORATION.

Microsoft, Xbox, Xbox *Live*, and the Xbox and Xbox *Live* logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries.